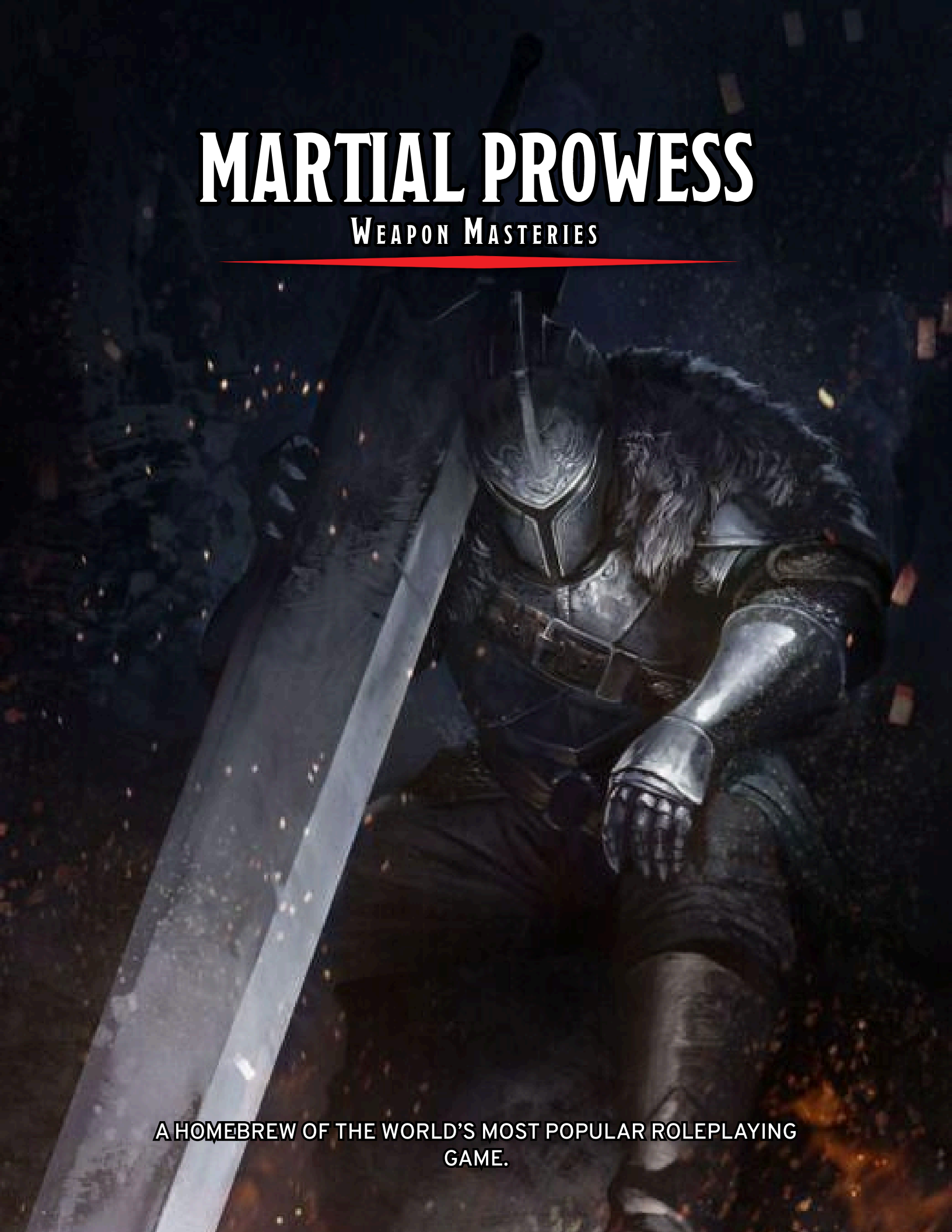
MARTIAL PROWESS

Weapon Masteries



A HOMEBREW OF THE WORLD'S MOST POPULAR ROLEPLAYING GAME.

The weapon mastery system is designed to represent martial classes' acumen and expertise with their specific weapons. The standard weapon mastery properties (such as Cleave, Sap, and Vex) are replaced by new mastery properties, each one unique to an individual weapon:

- *Initial Mastery Selection.* When you gain the Weapon Mastery feature, you learn the unique mastery property of a number of weapons with which you are proficient. The number you learn is equal to the number of Weapon Masteries shown in the class table (if any), plus your Proficiency Bonus.
- *Gaining Additional Masteries.* Whenever your Proficiency Bonus increases, you learn the mastery property of one additional weapon with which you are proficient.
- *Swapping Masteries.* Whenever you gain a level, you can replace one weapon mastery you know with another mastery of a different weapon with which you are proficient. Additionally, you can spend downtime training to swap one weapon mastery you know for another, as determined by the DM.
- *Multiclassing.* If you have more than one class that grants Weapon Mastery, you know a number of masteries equal to the total shown on each class's table (if appliable) for your current levels in those classes, plus your Proficiency Bonus.
- *Saving throws.* If a weapon mastery requires a saving throw, the DC is calculated as follows (choose the higher of the two ability modifiers):

  8 + Prof. bonus + STR/DEX mod.
- *Damage Type Immunity.* If a creature is immune to the damage type dealt by the weapon used with a mastery, any additional effects of the mastery do not occur.
- *Speed Reduction.* If a mastery reduces a creature's walking speed, that reduction does not affect the creature's other speeds, such as flying or swimming.
- *Magic Weapon Interactions.* If a magical effect, magical bonus damage or applied substance (such as poison) triggers when you hit with a weapon attack, it can be used in conjunction with a mastery property that also requires an attack roll. Both effects apply normally on a hit. If a mastery property causes an area of effect, it only applies the mastery's effect. Additional hit-based effects, including smites, poisons, or magical weapon properties, do not apply unless they specifically state otherwise.
- *Weapon Master Feat.* The Weapon Master Feat is unchanged, including the ability to change the choice of weapon mastery on a long rest.

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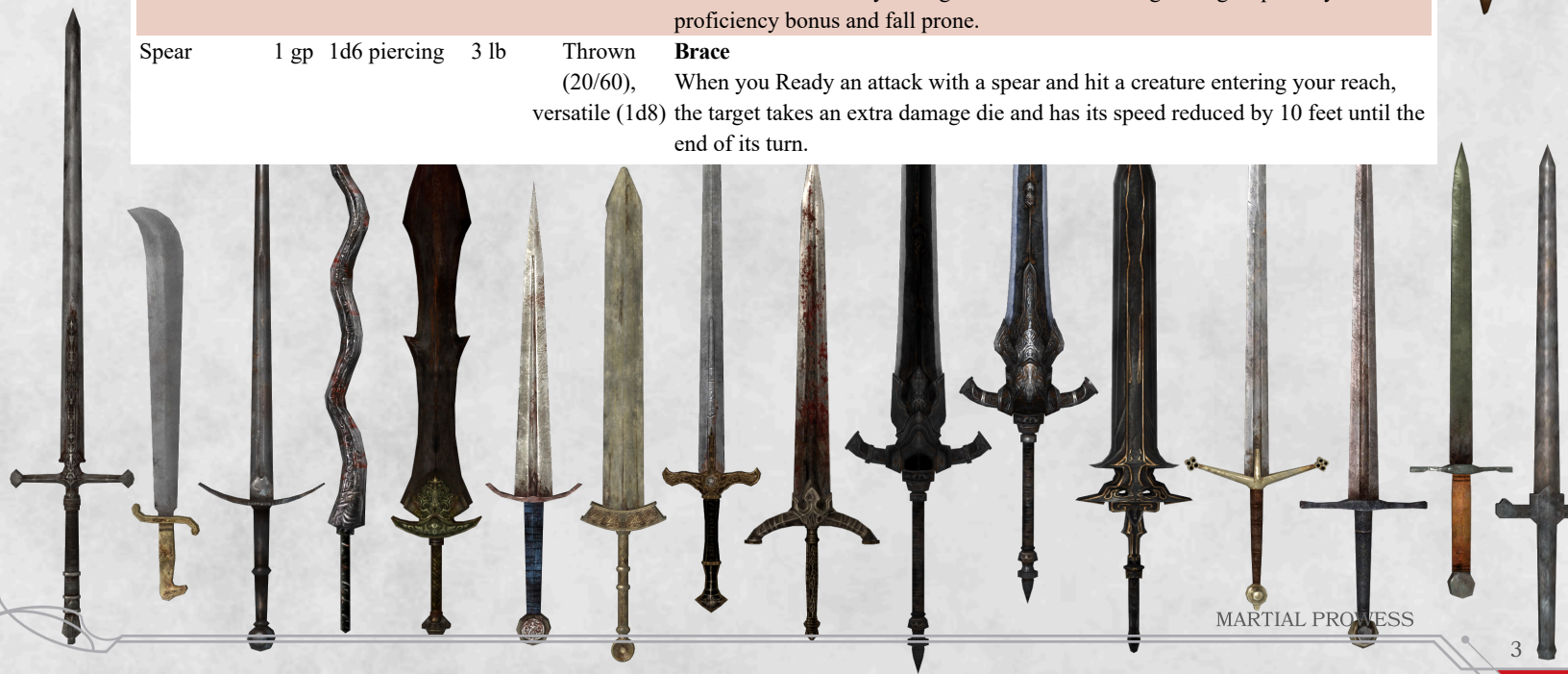
Simple Melee Weapons

Name	Price	Damage	Weight	Properties	Mastery Feature
Club	1 sp	1d4 bludgeoning	2 lb	Light	**Grappling Strike** Immediately after you hit a creature with a melee attack using this weapon on your turn, you can use a bonus action to attempt to grapple the target, provided you have a free hand.
Dagger	2 gp	1d4 piercing	1 lb	Finesse, light, thrown (20/60)	**Parrying Dagger** While you are wielding a dagger in one hand and a weapon that does not have the light property in the other, you gain a +1 bonus to AC.
Greatclub	2 sp	1d8 bludgeoning	10 lb	Two-handed	**Earthshaking Slam** As a special attack action, you can slam the greatclub into the ground. Each creature, other than you, within 10 feet must succeed on a Strength saving throw or fall prone and take 1d8 bludgeoning damage. On a successful save, the creature takes no damage and isn't knocked prone.
Handaxe	5 gp	1d6 slashing	2 lb	Light, thrown (20/60)	**Axe Frenzy** Immediately after you hit a creature with a melee attack using this weapon on your turn, you can use a bonus action to make a ranged weapon attack by throwing the same handaxe. You must not move between the melee attack and this bonus action.
Javelin†	5 sp	1d6 piercing	2 lb	Thrown (30/120)	**Pinning Throw** As a special attack action, you can throw this weapon at a Large or smaller creature within 120 feet. The target must succeed on a Dexterity saving throw or take 1d6 piercing damage and have its walking speed reduced to 0 until the end of its next turn. If the target is within 30 feet of you, it makes the saving throw without advantage. If farther, it rolls with advantage.
Light hammer	2 gp	1d4 bludgeoning	2 lb	Light, thrown (20/60)	**Ricochet** Immediately after you hit a creature or object with a ranged attack using this weapon, you can make one additional ranged attack (with disadvantage) against a different target within 10 feet of the original. Once per turn.
Mace	5 gp	1d6 bludgeoning	4 lb	-	**Brutal** When you make an attack with this weapon while you have advantage, you can forgo the advantage before rolling. If the attack hits, it deals an additional 1d6 bludgeoning damage.
Quarterstaff†	2 sp	1d6 bludgeoning	4 lb	Versatile (1d8)	**Mystic Strike** When you make a melee spell attack that doesn't already require a weapon attack roll, you can make a weapon attack roll instead.
Sickle†	1 gp	1d4 slashing	2 lb	Light	**Hamstring** As a special melee attack, you can strike a creature's legs. The target must succeed on a Dexterity saving throw or take slashing damage equal to your proficiency bonus and fall prone.
Spear	1 gp	1d6 piercing	3 lb	Thrown (20/60), versatile (1d8)	**Brace** When you Ready an attack with a spear and hit a creature entering your reach, the target takes an extra damage die and has its speed reduced by 10 feet until the end of its turn.



Simple Ranged Weapons

Name	Price	Damage	Weight	Properties	Mastery Feature
Crossbow, light	25 gp	1d8 piercing	5 lb	Ammunition (80/320), loading, two-handed	**Arbalester** When you take the Attack action with a light crossbow, you can choose to reduce your speed to 0 until the start of your next turn. If you do, you gain a +2 bonus to the attack roll against creatures wearing light or medium armor.
Dart	5 cp	1d4 piercing	0.25 lb	Finesse, thrown (20/60)	**Envenomed Strike** As a bonus action, you can apply a poison or toxin to up to three darts. The next time you hit with one before the end of your turn, it deals an extra 1d6 poison damage. If the poison has a save, the creature rolls as normal.
Shortbow†	25 gp	1d6 piercing	2 lb	Ammunition (80/320), two-handed	**Split Shot** As a special attack, you nock two arrows and fire at two creatures within 10 feet of each other. Make a ranged attack against each. If either misses, both miss. If both hit, deal normal weapon damage to each.
Sling†	1 sp	1d4 bludgeoning	0.5 lb	Ammunition (30/120)	**Alchemical Hurl** When making an attack with a sling, you can load and hurl a Tiny alchemical item (like acid or holy water). It uses the sling's range. On a hit, apply both sling damage and the item's effect. If the item requires a save, use your weapon mastery save DC.

Martial Melee Weapons

Name	Price	Damage	Weight	Properties	Mastery Feature
Battleaxe†	10 gp	1d8 slashing	4 lb	Versatile (1d10)	**Cleave** As a special attack, in place of your regular melee attack, you can strike multiple creatures within 5 feet of you. Each creature must make a Dexterity saving throw or take 1d10 slashing damage on a failed save.
Flail	10 gp	2d4 bludgeoning	2 lb	-	**Chained Strike** When you hit a creature with this flail, you can ignore any bonus to AC granted by shields, including magical bonuses. If the creature used its reaction to cast *Shield* against that attack roll, this effect does not apply to that specific attack. However, subsequent attacks against the creature before the start of its next turn ignore the *Shield* spell's AC bonus.
Glaive	20 gp	2d4 slashing	6 lb	Reach, two-handed	**Whirling Rebuff** As a special melee attack, you can brandish your glaive to drive opponents away. All creatures within 10 feet of you must succeed on a Strength saving throw or be pushed back 10 feet.
Greataxe	30 gp	1d12 slashing	7 lb	Heavy, two-handed	**Juggernaut Charge** When you Dash as an action, you can move in a straight line through any number of creatures your size or smaller, as long as you have movement to do so. Each time you enter a creature's space, it can use its reaction to move 5 feet into an empty space. If it cannot or does not move, it takes your Strength modifier in bludgeoning damage. At the end of this charge, you lose any remaining movement. You cannot move into a creature's space if you do not have enough movement to exit its space.
Greatsword†	50 gp	2d6 slashing	6 lb	Heavy, two-handed	**Pommel Strike** When you take the Attack action and attack with only a greatsword, you can use a bonus action to make a melee attack with the pommel; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
Halberd†	20 gp	1d10 slashing	6 lb	Heavy, reach, two-handed	**Slashing Sweep** As an action, you can make a sweeping strike with your halberd. All creatures within 10 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d10 slashing damage.

Martial Melee Weapons (cont.)

Name	Price	Damage	Weight	Properties	Mastery Feature
Lance	10 gp	1d12 piercing	6 lb	Reach, special	**Mounted** While mounted, you can wield this lance with one hand. When you hit a creature with it, you can attempt to knock the creature prone. The target must succeed on a Strength saving throw or be knocked prone. You can use this ability once per turn.
Longsword	15 gp	1d8 slashing	3 lb	Versatile (1d10)	**Abwenden** When a creature hits you with a melee attack and you are wielding a longsword with two hands, you can use your reaction to attempt to parry the attack. Make a melee weapon attack roll; if the result equals or exceeds the attack roll that hit you, the attack misses. If the triggering attack was a critical hit and your parry succeeds, the attack becomes a normal hit instead. If the attacking creature is one size category larger than you, you make the parry with disadvantage.
Maul	10 gp	2d6 bludgeoning	10 lb	Heavy, two-handed	**Grazing Clout** When you make an attack with this weapon and the result misses the target's AC by 2 or less, the target takes 2d6 bludgeoning damage. This damage does not include modifiers or other effects.
Morningstar	15 gp	1d8 piercing	4 lb	-	**Armour Breaker** When you hit a creature wearing heavy armor or with natural armor, you can forgo dealing damage to attempt to damage its defenses. The target must succeed on a Dexterity saving throw or its AC is reduced by 1 (to a maximum of –2 from this effect). This effect lasts until the armor is repaired (requiring an action), or until the creature with natural armor regains hit points. This mastery has no effect on creatures wearing light or medium armor, magical armor, or on constructs.
Pike	5 gp	1d10 piercing	18 lb	Heavy, reach, two-handed	**Lunge** You can use a bonus action to extend in a lunging strike. You gain an additional 5 feet of reach for weapon attacks using a pike this turn.
Rapier	25 gp	1d8 piercing	2 lb	Finesse	**Bleeder** When you make a melee weapon attack, you can choose to make the attack with disadvantage. If the attack hits, the target begins to bleed. A bleeding creature takes slashing damage equal to your proficiency bonus at the start of each of its turns. A creature can have only one bleeding wound at a time. The bleeding ends if the creature receives magical healing or if a creature uses an action to succeed on a DC 10 Wisdom (Medicine) check to staunch the wound.
Scimitar	25 gp	1d6 slashing	3 lb	Finesse, light	**Dancer's Step** When you take the Attack action and make at least one melee weapon attack with a scimitar, you can move up to 5 feet immediately after one of those attacks without provoking opportunity attacks.
Shortsword	10 gp	1d6 piercing	2 lb	Finesse, light	**Feinting Jab** When you take the Attack action and make a melee attack with a shortsword, you can forgo dealing damage on one attack to feint. If you do, the next attack roll made against the target by you or an ally before the end of your next turn is made with advantage.
Trident	5 gp	1d6 piercing	4 lb	Thrown (20/60), versatile (1d8)	**Water Warrior** While underwater, you have advantage on melee attack rolls made with a trident, and you can treat creatures as if they are not benefiting from cover caused by water currents or murkiness.
War pick	5 gp	1d8 piercing	2 lb	-	**Deep Wound** Once per turn, when you hit a creature with this weapon, you can try to lodge the weapon painfully. The target must succeed a Dexterity saving throw. On a failure, until the start of your next turn, the target has disadvantage on Strength checks and Strength saving throws.

Martial Melee Weapons (cont.)

Name	Price	Damage	Weight	Properties	Mastery Feature
Warhammer	15 gp	1d8 bludgeoning	2 lb	Versatile (1d10)	**Shattering Impact** Once per turn, when you hit a creature with this weapon and roll max damage on the damage die, you can cause the blow to rattle them. The target can't take reactions until the start of its next turn.
Whip	2 gp	1d4 slashing	3 lb	Finesse, reach	**Disarming Lash** When you hit a creature with a melee attack using a whip, you can attempt to disarm it. The target must succeed on a Strength saving throw or drop one item of your choice that it's holding. The item lands at its feet.

Martial Ranged Weapons

Name	Price	Damage	Weight	Properties	Mastery Feature
Blowgun	10 gp	1 piercing	1 lb	Ammunition (25/100), loading	**Toxic Precision** When you hit a creature with an attack using a blowgun, you can choose to have the weapon damage be equal to zero, but you can deliver an effect instead. The target must succeed on a Constitution saving throw or have disadvantage on its next weapon attack roll before the end of its next turn.
Crossbow, hand	75 gp	1d6 piercing	3 lb	Ammunition (30/120), light, loading	**Quickdraw** When you roll initiative and aren't surprised, you can use your reaction to immediately draw this weapon and make a ranged attack with it against a creature you can see within the weapon's normal range.
Crossbow, heavy	50 gp	1d10 piercing	18 lb	Ammunition (100/400), heavy, loading, two-handed	**Wallarmbrust** When you take the Attack action on your turn and make a ranged weapon attack with a heavy crossbow, you can choose to reduce your speed to 0 until the start of your next turn. If you do so, you gain a +2 bonus to the attack roll against creatures wearing heavy armor or with natural armor (does not apply to unarmored defenses).
Longbow	50 gp	1d8 piercing	2 lb	Ammunition (150/600), heavy, two-handed	**Harrier's Mark** You shoot near a creature to startle it, drawing its attention to you. As a special attack with this weapon, you can make a quick shot in the direction of a creature in the weapon's range. That creature must succeed on a Wisdom saving throw or have disadvantage on their next attack against a creature other than you. A creature immune to the frightened condition is immune to this effect.
Musket	500 gp	1d12 piercing	10 lb	Ammunition (40/120; bullet), loading	**Thunderous Shot** As a special attack action, you can fire a musket to unleash a deafening blast. Each creature within 10 feet of a straight line between you and your target (excluding you and the target) must succeed on a Constitution saving throw or be deafened until the start of your next turn and pushed 5 feet away from the line. The primary target takes the attack's normal damage as usual.
Net	1 gp	-	3 lb	Special, thrown (5/15)	**Snaring** When you hit a creature with a net, the net's restraints cling more tightly. The target has disadvantage on its first attempt to escape the net. This does not affect future escape attempts. In addition, if the target succeeds on an attempt to escape, the net is not automatically destroyed.
Pistol	250 gp	1d10 piercing	3 lb	Ammunition (30/90; bullet), loading	**Point-Blank Blast** When you make a ranged attack with a pistol against a creature within 5 feet, you can do so without disadvantage. If the attack hits, it deals an additional 1d6 piercing damage.